Luqing(Luna) Zhang

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OBJECTIVE
Full-time opportunity starts from summer 2017 as a Gameplay Programmer

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Entertainment Technology, May 2017 — GPA: 3.67/4.0
Relevant Coursework: Artificial Intelligence(15-781/Fall2016),
Computer Graphics(15-662/Spring2016),
Visual Story, Building Virtual World

South China University of Technology, Guangzhou, China
Bachelor of Engineering, Information Technology, May 2014 — GPA: 3.5/4.0
Relevant Coursework: Data Structures, Software Engineering,
Computer Networks, Digital Image Processing

SKILLS

Programming/Scripting Languages: C++, C#, Python, C, MATLAB
Frameworks and Tools: (Proficient) Unity3D, Photoshop
(Familiar) Blender, Git, LaTeX
SDKs and Plugins: ARToolkit, Oculus Rift(Plugin), SteamVR(Plugin), iOS

EXPERIENCE

Instructor, NHSGA — *Jun 2016 - Aug 2016*
Carnegie Mellon University — *Pittsburgh,PA*
- Taught two courses of National High School Game Academy:
  Advanced Programming for Unity3D, Gaming AI
- Helped with maintenance of platforms including HTC Vive and Oculus Rift CV1

Research Assistant — *Aug 2013 - May 2014*
South China University of Technology — *Guangzhou, China*
- Analyzed traditional Artificial Colony Algorithms including Ant Colony Algorithm and Bee Colony Algorithm.
- Suggested an alternative heuristic function and grid pre-processing method which optimizes areal sensor deployment by reducing sensor quantity while maintaining full coverage.

PROJECTS

Augmented Reality Application — *Aug 2016 - Now*
R&D, Verizon — *Programmer*
- Developing on an position tracking algorithm of distant fast-moving object based on device's accelerometer
- Implemented marker training and tracking scene using ARToolkit

Smash — *Jan 2016 - Now*
Carnegie Mellon University — *Programmer, VFX Artist*
- Implemented all game logics and visual effects including camera path calculation
- Developing data collecting back-end and analysis method on measuring effectiveness of implementing this game in computational thinking education

Building Virtual World — *Sep 2015 – Dec 2015*
Entertainment Technology Center — *Programmer, 2D Artist*
- Developed 5 quick prototypes in teams of five within time periods of 1-3 weeks, working on platforms includes Oculus Rift DK2, Kinect and Makey Makey

HONOR

Honorable Mention, Methematical Contest in Modeling(MCM),
The Consortium for Mathematics and Its Applications